

Editorial

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It is my pleasure to take the opportunity to give you some news for this first issue of 2004 of the Visual Computer.

After a very successful year in terms of submissions and the quality of papers in 2003, the publisher is now producing ten issues a year, each one containing about six papers. The submission rate for papers is very high and the acceptance rate remains around 30%. The turnaround for the reviewing system currently averages 3–5 months. We are still looking for pertinent reviewers; anyone interested should contact us. It could decrease the time needed to review papers if we had more qualified reviewers available in various areas.

We have extended the scope of the journal to domains including image-based rendering, non-photorealistic rendering, and texturing, to name just a few, and we strongly encourage submissions in these areas.

After more than a year using our automated system, authors and reviewers find it easy to work with it. This automated submission system is continuously improved thanks to their comments.

This year we are celebrating 20 years of the Visual Computer, which was founded by Professor Tosiya L. Kunii from Japan. We are preparing a special issue that will contain key articles from pioneers' work and also mention those who have contributed greatly to the success of the Visual Computer. This issue will complete the year 2004.

Two other special issues are scheduled. The first one is the Computer Graphics Society special issue dedicated to the best papers presented in the conferences organized by the Computer Graphics Society (<http://cgs.www.unige.ch>). It will present a selection of extended and updated papers from the presentations at the Computer Graphics International Conference (CGI 2003) held in July 2003 at Tokyo, Japan

(<http://www.img.cs.titech.ac.jp/~CGI2003/>), the 16th annual conference on Computer Animation and Social Agent (CASA 2003) held in May 2003 at Rutgers University, New Jersey, USA (<http://dimacs.rutgers.edu/casa03/>) and the 9th International Conference on Multi-Media Modeling (MMM 2003) at Tamkang University, 7–10 January 2003 in Taiwan (<http://www.mine.tku.edu.tw/MMM03/>).

The second special issue will be dedicated to a selection of the best papers presented at the 4th Israel–Korea Bi-national Conference on Geometric Modeling and Computer Graphics, which was held at Tel-Aviv University, Israel, 12–14 February 2003.

I would like to take the opportunity to thank all the authors that support our journal in submitting their work. I also thank the editorial board and the external reviewers who put tremendous work into evaluating and giving advice to authors, encouraging them to improve their scientific work. You will find below the list of these valuable people who made the time and effort to review the submitted papers.

And finally, the journal could not exist without our readers, whom I also thank warmly for their interest in the journal. Comments and suggestions from members of the community are always appreciated.

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External reviewers in 2003:

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